

PONTUS CURTSSON

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PROFILE

Positive and solution-oriented person eager to learn new things and overcome new challenges. Loves working in teams towards common goals and delivering quality solutions.

Looking for a workplace that values the individual where I can learn and grow from others.

EDUCATION

DevOps Chas Academy	2024 - 2026 Stockholm
Computer Science Royal Institute of Technology (KTH)	2016 - 2019 Stockholm

TECHNICAL SKILLS

Languages: C#, Java, Python, Bash, SQL, C++, Go, C, Lua
Tools: Git, Linux, Docker, GitHub Actions, GitLab Pipelines, Kubernetes, ArgoCD, K3S

PROJECTS

Homelab K8s, Helm, Docker, GitHub Actions, ArgoCD, Incus

A homelab kubernetes deployment running on 3 nodes (virtualized) for me to test new tools and learn about server management, networking and kubernetes GitOps. All relevant documentation can be found in this repository or via my GitHub.

DEVELOPER - IT

Developer <i>T3C Consulting AB</i>	2022 - 2024 Remote
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- Various small scripts for excel and automation
- IT-problemsolving, both software & hardware

Developer <i>CrashCourse AB</i>	2018 - 2022 Stockholm & Remote
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- Unreal Engine & Unity development in C++ & C#
- Interaction design with HTC Vive & other VR headsets
- Multiplayer implementation in Unity
- Design of scenarios for mass casualty triage simulations, e.g. train crash
- Held training & customer demos using developed tool
- Managed planning & prioritization of tasks
- Basic animation work
- Staying flexible in tasks and delivering solutions to whatever is needed

1st Line Support <i>Calabrio</i>	2014, 2016 - 2018 Stockholm & Remote
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- Managing communication & coordination with customers to provide a good & timely resolution
- Technical support such as updating customer installations, setting up testing environments for bugs etc.